Monster Maker: Space★Trader Cards

Special Alien Cards

Red Monster Maker Back

Alien from FELLIR
6・4・4
If you succeed in this challenge using Steal or Attack, keep this card in front of you. Your challenge dice rolls will be penalized by -1 for the rest of the game.

Alien from LAWRELL
If they are challenged by a male Character
13・ー・20
If they are challenged by a female Character
20・ー・13

ブラックホール
BLACK HOLE
If you don't have a WARPSHIP, the character you played will be sucked into the discard pile.

Special Character Cards

White Monster Maker Back

BATTLESHIP
Add +5 to Attack

BATTLESUIT
Add +6 to Attack

GATA3600 II
Add +5 to Bargain
Interpreter Robot

GOLD
Add +5 to Bargain

GUARD
Lower an Alien or Character's Steal ability by -4. Play before the challenge dice are rolled.

HACKING
Add +4 to Steal

INFORM
Play this card on a Character or Alien before the dice are rolled in a challenge. That Character or Alien's Bargain ability is now 50.

JULIASICA
Take the Treasure that a male Character has just acquired.

SECRET INFORMATION (x4)
You may secretly examine any one face-down Alien Card in play.

SPACE PIRATE (x3: 14,15,16)
Play after a player wins a challenge. That player must successfully challenge SPACE PIRATE using Attack or the Treasure goes to the player who played SPACE PIRATE.

TIME MACHINE (x2)
If played while placing a Character, that Character may challenge 2 Treasures using the same ability. If played after your challenge, you may return a Character to your hand.

TRASPARENT SHIELD
Add +5 to Steal

WARPSHIP (x2)
You will be the first to challenge for the Treasure. You may escape BLACK Hole. (This card may be played when BLACK HOLE is revealed.)

Treasure Cards

Treasure Back

A DEED OF MINING AREA
3

A RERA KIND OF FLOWER
NAKONOHA･OPURTONUS･SAKUYA
1

ANDOROID
2 B
Bonus: Gain 10 points for collecting 3 Bs.

BODYGUARD-ROBOT
2 B
Bonus: Gain 10 points for collecting 3 Bs.

CHART
2 A
Bonus: Gain 10 points for collecting 3 As.

ENDLESS ENGINE
3 A
Bonus: Gain 10 points for collecting 3 As.

FLYING STONE
2

GRAND GARNTUA
2B
Bonus: Gain 10 points for collecting 3 Bs.

GUARDIANIMAL
1 C
Bonus: Gain 10 points for collecting 3 Cs.

JEWEL TREE
3

LIFE FORCE-EXTRACT
2 C
Bonus: Gain 10 points for collecting 3 Cs.

LIQUOR
2 D
Bonus: Gain 7 points for collecting 3 Ds or gain 15 points for collecting 4 Ds.

MARSIEN
1 E
Bonus: Gain 7 points for collecting 3 Es or gain 15 points for collecting 4 Es.
[Games crafted by the ancients]

MICROORGANISM
1

PERFUME
1 D
Bonus: Gain 7 points for collecting 3 Ds or gain 15 points for collecting 4 Ds.

PICKY
3 E
Bonus: Gain 7 points for collecting 3 Es or gain 15 points for collecting 4 Es.
[Best pet in the universe]

SEED OF YGGDRASILL
1 D
Bonus: Gain 7 points for collecting 3 Ds or gain 15 points for collecting 4 Ds.

SPACE CRUISER
1 A
Bonus: Gain 10 points for collecting 3 As.

SPACE WARS
3E
Bonus: Gain 7 points for collecting 3 Es or gain 15 points for collecting 4 Es.
[History of interplanetary warfare]

SPICE
2D
Bonus: Gain 7 points for collecting 3 Ds or gain 15 points for collecting 4 Ds.

SUPER BIOCOMPUTER
3

THE ELIXIR OF LIFE
3 C
Bonus: Gain 10 points for collecting 3 Cs.

TIME-CRYSTAL
3
[Crystal ball that views the past and future]

VERS-IHLS
1 E
Bonus: Gain 7 points for collecting 3 Es or gain 15 points for collecting 4 Es.
[Self-playing instrument that responds to the owner's spirit]